

ERA I - ERA III Choosing The Referee For The Fight (This is an Optional Rule)

In ERA's I - III, YOU are the Referee and there is no adjustments needed. However, if you want to add some excitement to the game, you can choose a Referee from the Chart. That is totally up to you. In ERA's IV - VIII, you can choose a Referee from the Chart, which will directly effect the Bout.

Just like the Judges, the Referees have certain Bias that can effect the way they handle the Fighters. The Referees are rated in three different areas: STOPPAGES (How quickly they stop the Bout if a Fighter is in trouble), FOULS (How much the Referee will allow the Fighter to get away with in the fight), and LET FIGHT INSIDE (Will the Referee keep the Fighters apart during the fight or will he let them battle up close, which will effect their Power Punching)

Once you Roll to determine your Referee, make the adjustments that you need to make to the Fighter's Ratings or make a note on the Scorecard if Rolls for FOULS or STOPPAGES need to be adjusted during the fight.

THESE ARE THE REFEREE RATINGS. Roll for your Referee BEFORE you start the fight

REFEREES

Roll 3d6
and Total

		STOPPAGES	FOULS	LET FIGHT INSIDE
3	Referee A	Fast	Liberal	No
4	Referee B	Normal	Normal	Yes
5	Referee C	Slow	Consevative	No
6	Referee D	Normal	Normal	No
7	Referee E	Slow	Consevative	Yes
8	Referee F	Normal	Normal	No
9	Referee G	Normal	Normal	No
10	Referee H	Normal	Normal	Yes
11	Referee I	Normal	Normal	No
12	Referee J	Normal	Normal	No
13	Referee K	Normal	Normal	Yes
14	Referee L	Fast	Liberal	No
15	Referee M	Normal	Normal	No
16	Referee N	Slow	Consevative	Yes
17	Referee O	Normal	Normal	No
18	Referee P	Fast	Liberal	Yes

STOPPAGES

SLOW: Allows fight to go a little further than they probably should
Reduce Knock Down/Knock Out or Killer Instinct Roll by 2.

NORMAL: Stops fight when suggested by Chart. Read Roll as normal.

FAST: Stops fight faster than normal. Add 2 to the Knock Down/Knock
Out or Killer Instinct Roll. If the extra 2 causes the KO record as
Referee Stoppage.

FOULS

CONSERVATIVE: Lets Fighters fight, Lenient on Fouls. Reduce FOULS
Roll by 2

NORMAL: Calls Fouls when seen. Read Roll as normal.

LIBERAL: Calls Fouls even when they may be Accidental. Add 2 to FOUL
Roll.

LETS FIGHT INSIDE

YES: Allows Fighters to battle inside. Doesn't break them up every time
they clinch and slug it out. This does lower the PP Rating for each
Fighter by 1.

NO: Keeps Fighters apart. Do not adjust Fighter's PP.Rating.